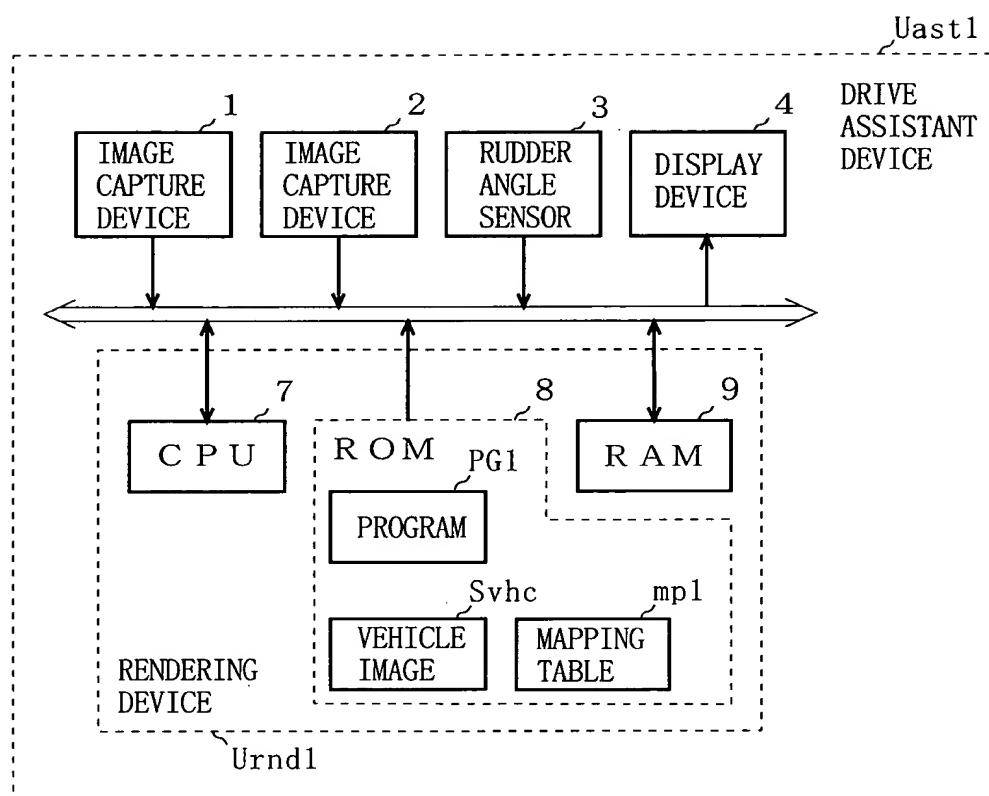
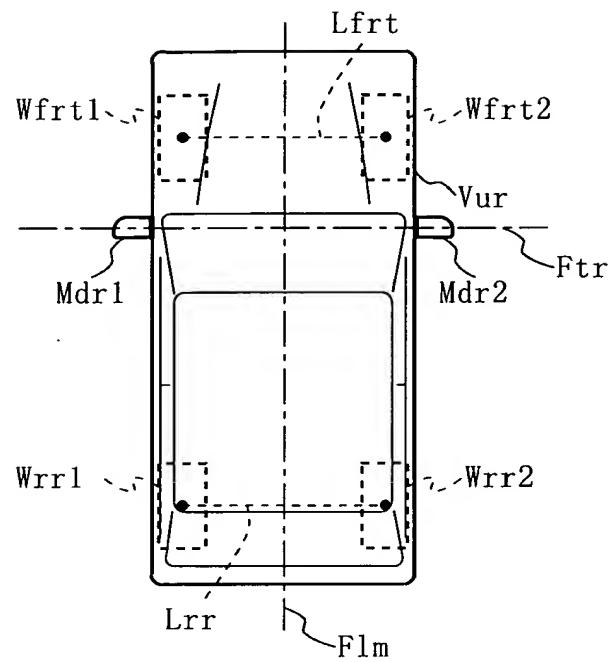


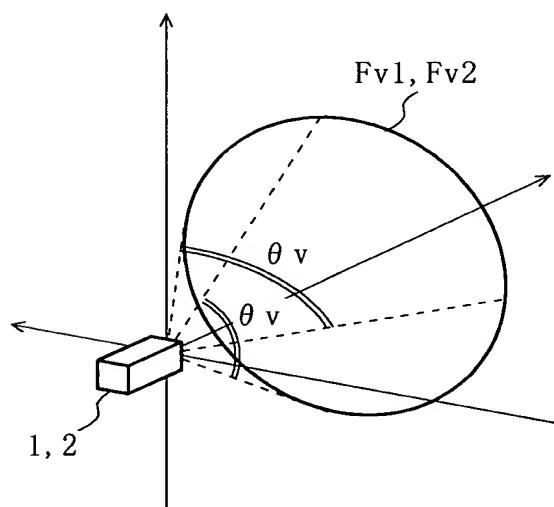
F I G. 1



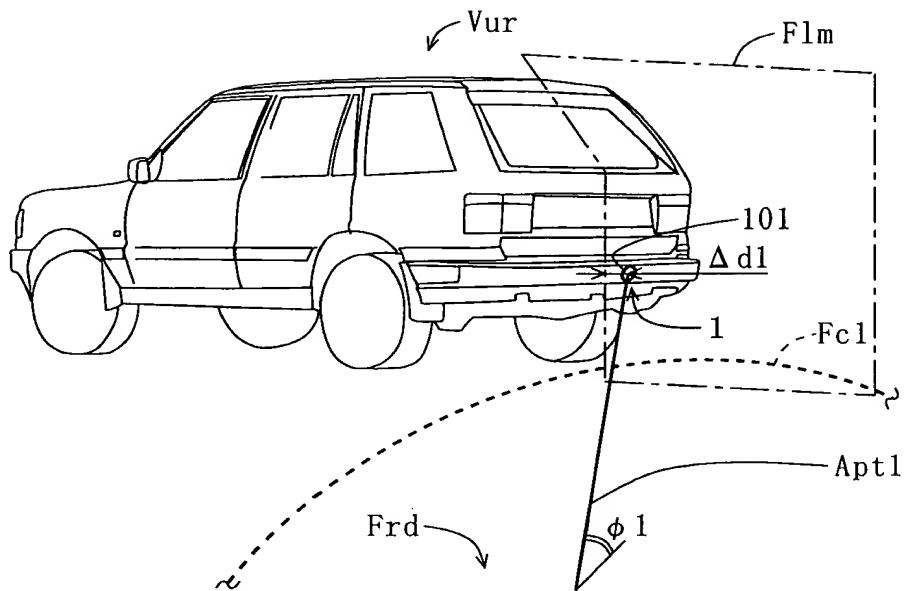
F I G. 2



F I G. 3



F I G. 4



F I G. 5

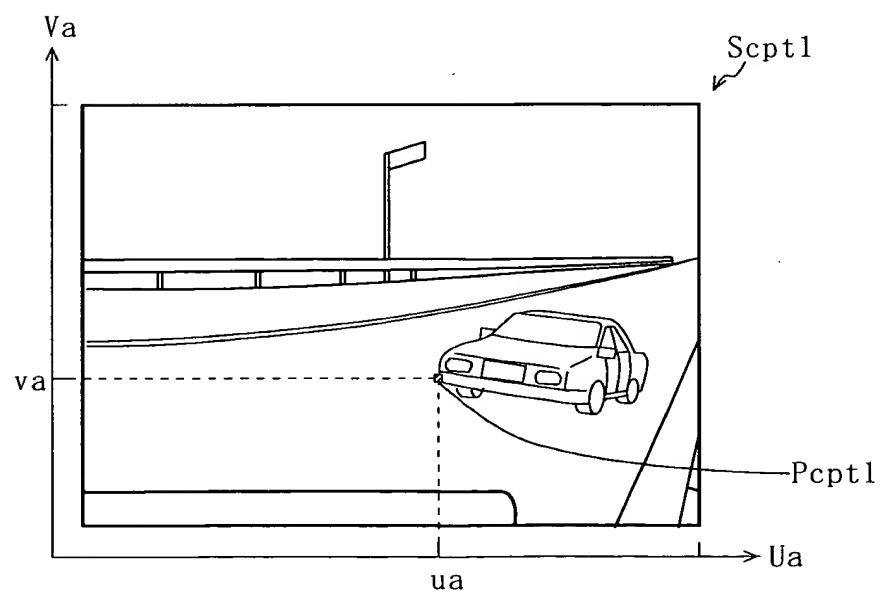


FIG. 6 A

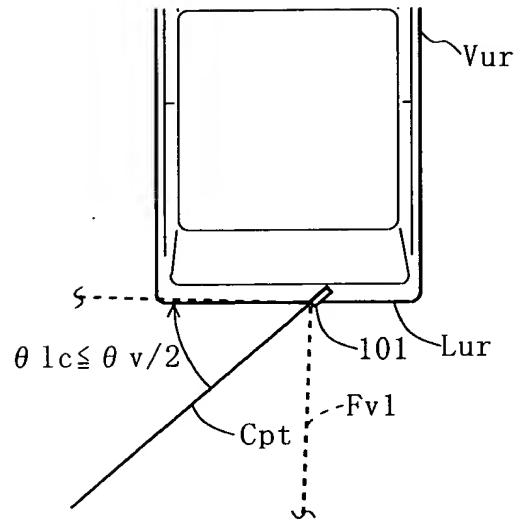
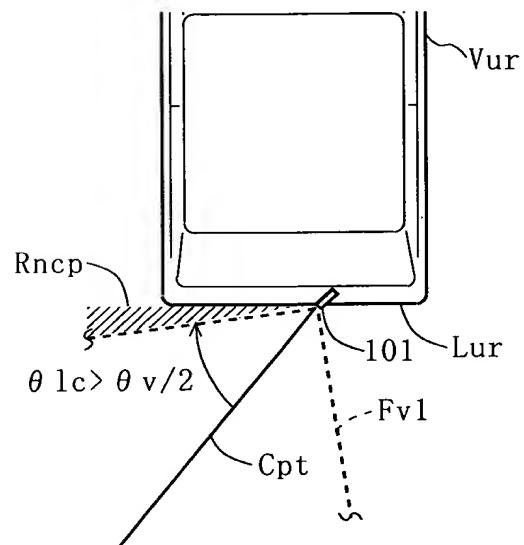
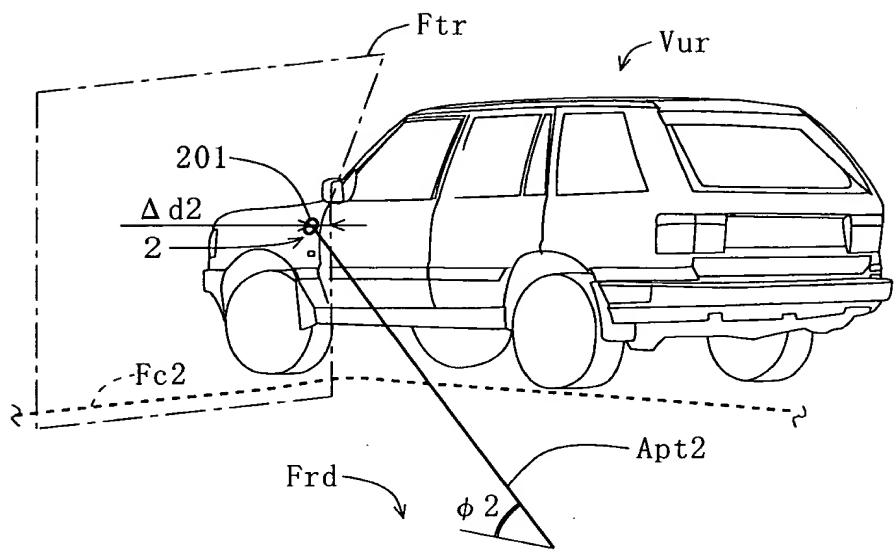


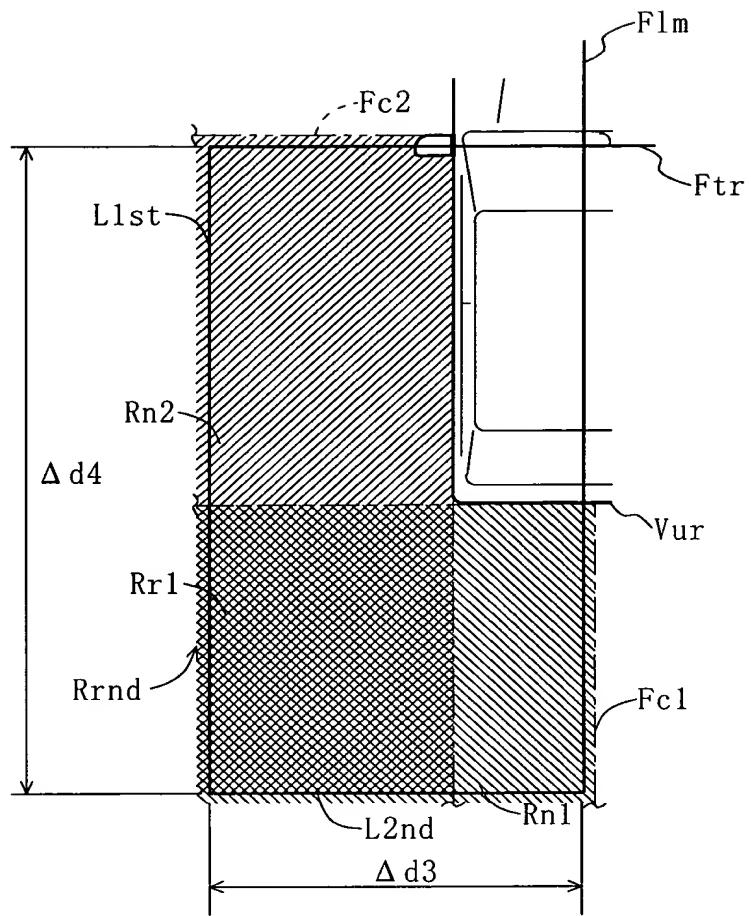
FIG. 6 B



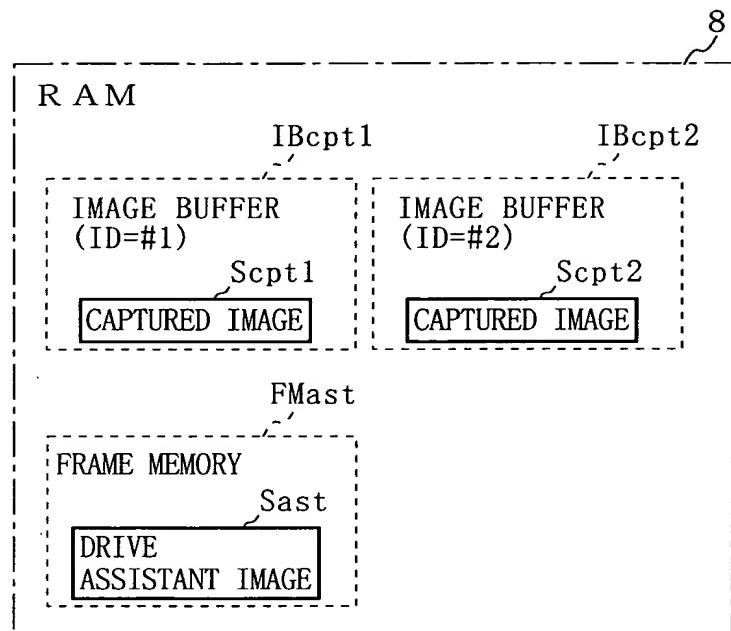
F I G. 7



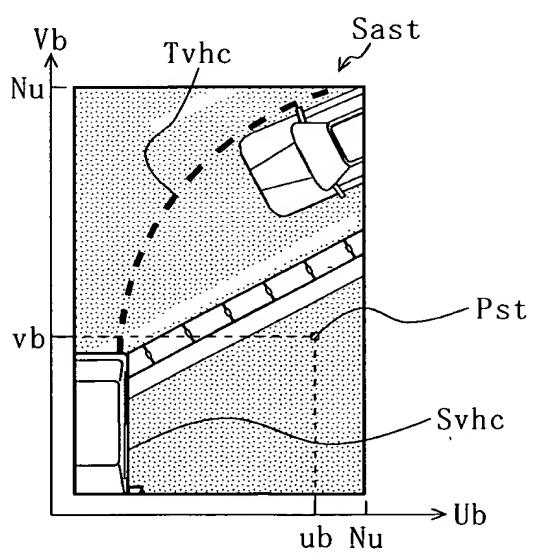
F I G. 8



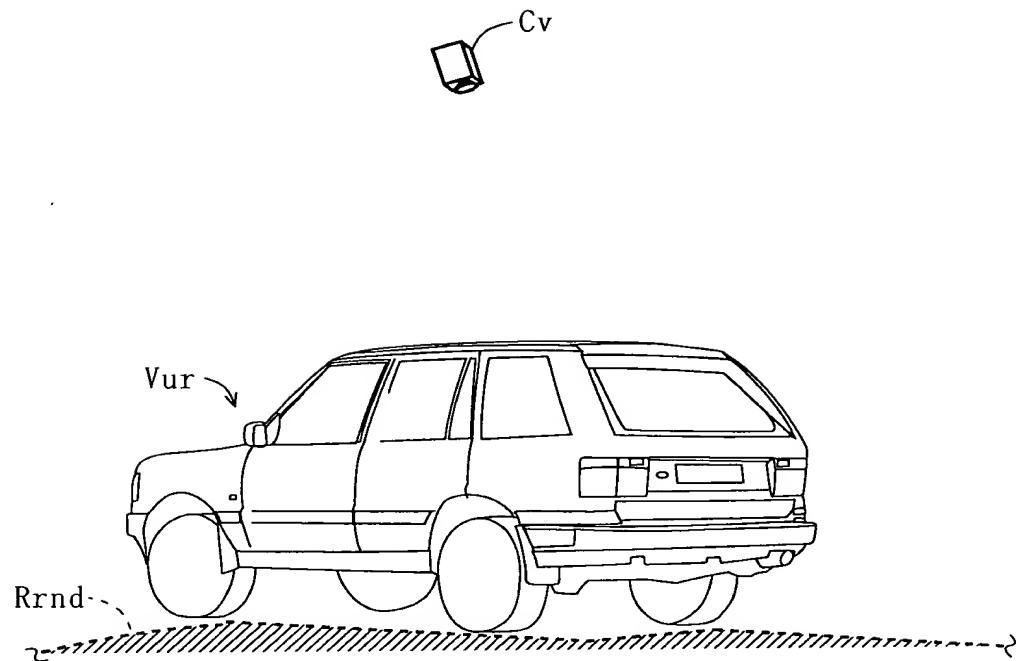
F I G. 9



F I G. 10



F I G. 1 1



F I G. 1 2

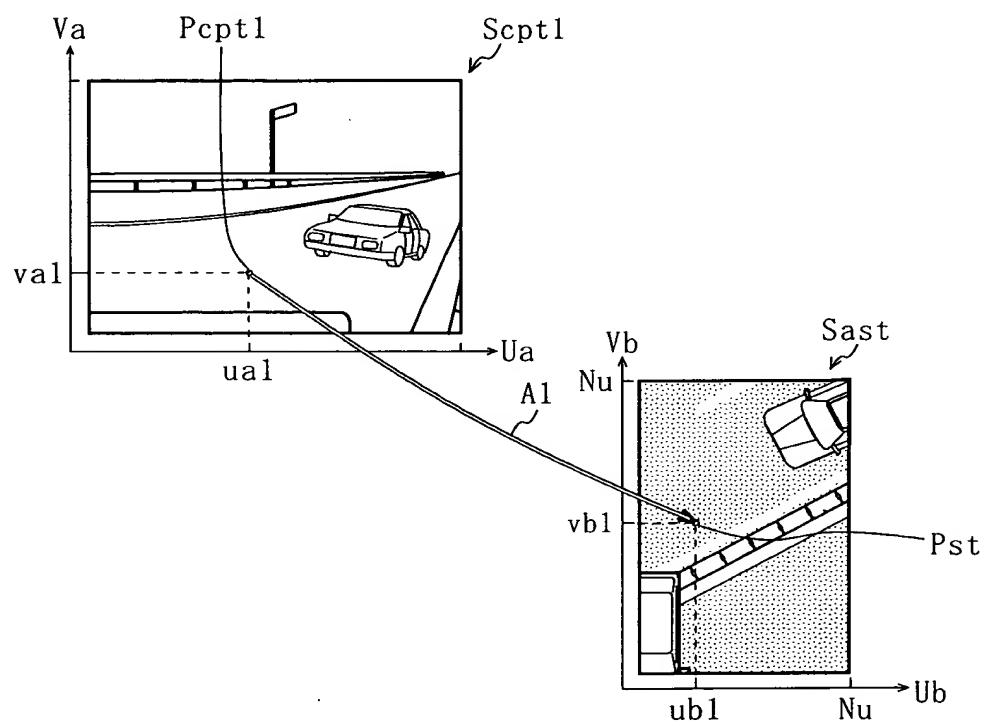


FIG. 13

Tmp

RECORD TYPE Trcd	COORDINATE VALUES (ub, vb)	ID NUMBER ID	COORDINATE VALUES (ua, va)	RUDDER ANGLE RANGE Rrng	BLENDING RATIO Rbrd
⋮	⋮	⋮	⋮	⋮	⋮
1	(501, 109)	#2	(551, 303)	-	1
⋮	⋮	⋮	⋮	⋮	⋮
2	(324, 831)	#1	(1011, 538)	Rrng1; $0 \leq \rho \leq \rho_{th}$, $\rho_{th} = \Delta \rho$	Rbrd1=0
				Rrng2; $\rho_{th} < \rho$, $\rho_{th} = \Delta \rho$	Rbrd2=1
		#2	(668, 629)	Rrng1; $0 \leq \rho \leq \rho_{th}$, $\rho_{th} = \Delta \rho$	Rbrd3=1
				Rrng2; $\rho_{th} < \rho$, $\rho_{th} = \Delta \rho$	Rbrd4=0
⋮	⋮	⋮	⋮	⋮	⋮
2	(971, 1043)	#1	(1189, 999)	Rrng1; $0 \leq \rho \leq \rho_{th} (= 2 \times \Delta \rho)$	Rbrd1=0
				Rrng2; $\rho_{th} (= 2 \times \Delta \rho) < \rho$	Rbrd2=1
		#2	(1135, 798)	Rrng1; $0 \leq \rho \leq \rho_{th} (= 2 \times \Delta \rho)$	Rbrd3=1
				Rrng2; $\rho_{th} (= 2 \times \Delta \rho) < \rho$	Rbrd4=0
⋮	⋮	⋮	⋮	⋮	⋮

↑ Nu × Nv (PIXEL) ↓

Rnt Rnt Rnt Rnt

FIG. 14

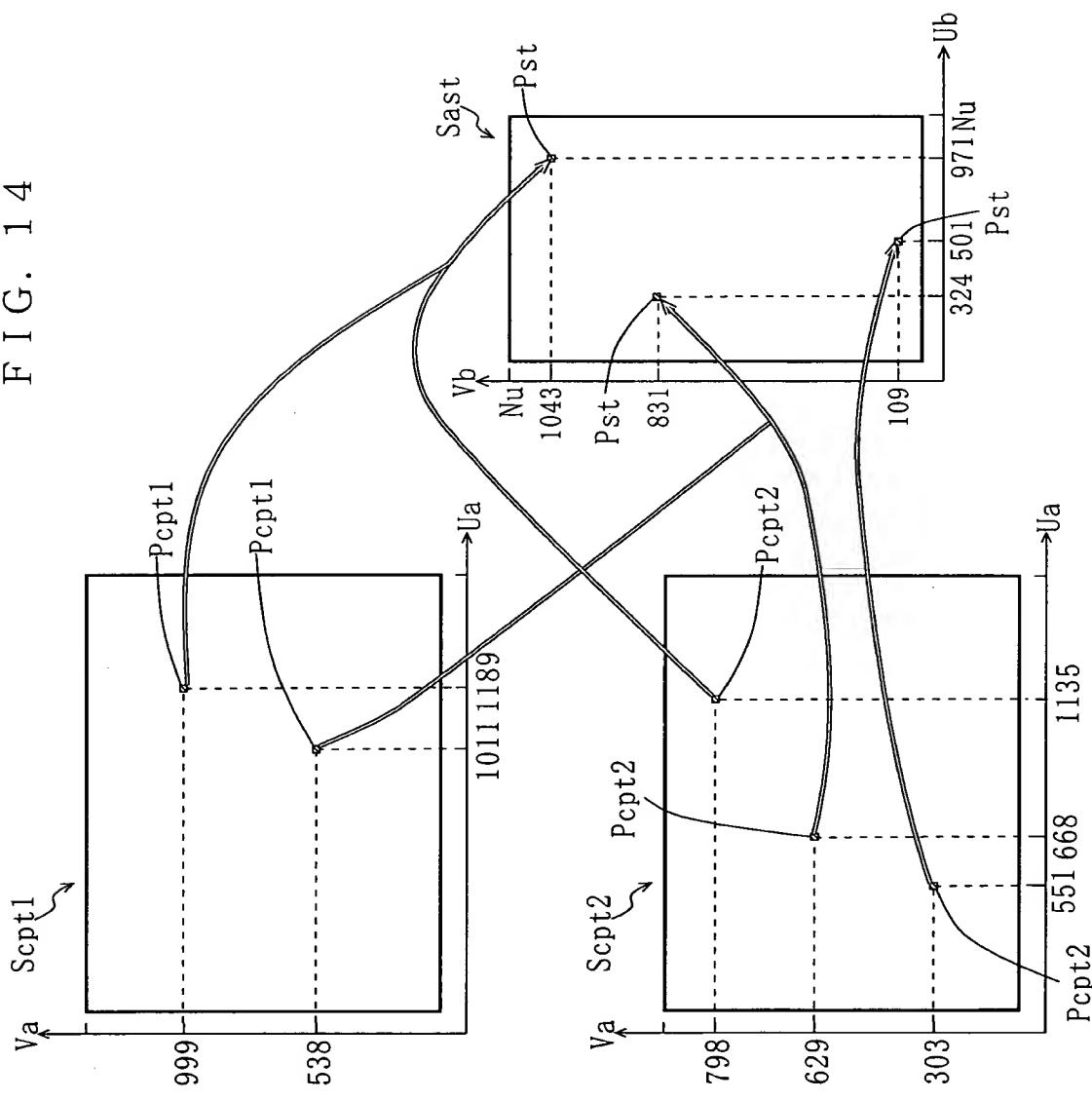


FIG. 15 A

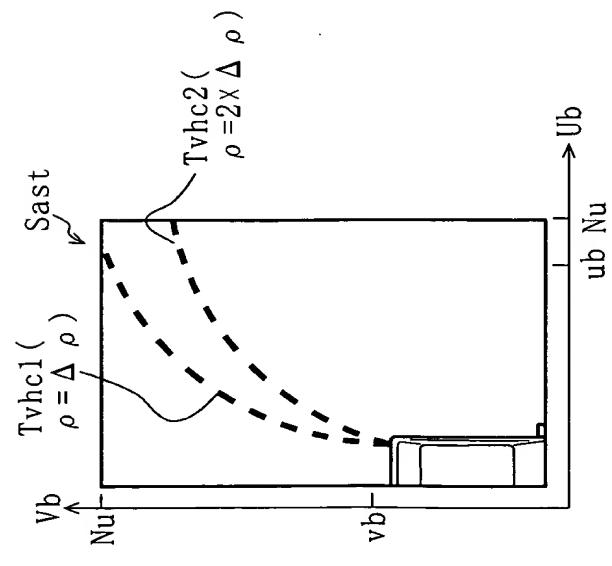


FIG. 15 B

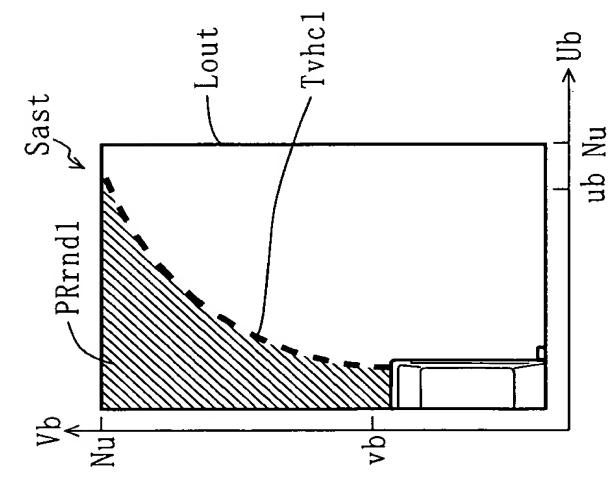
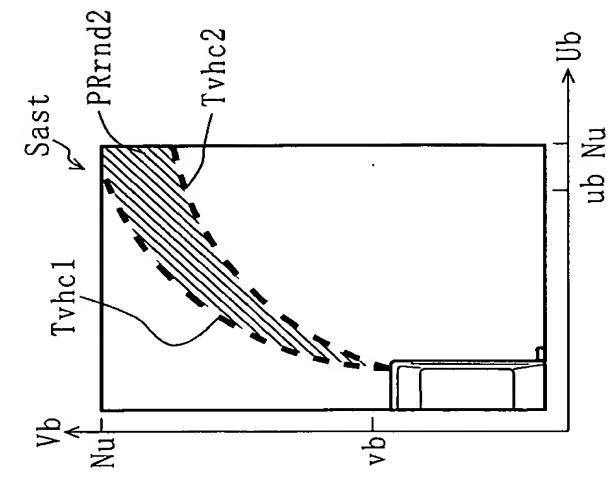
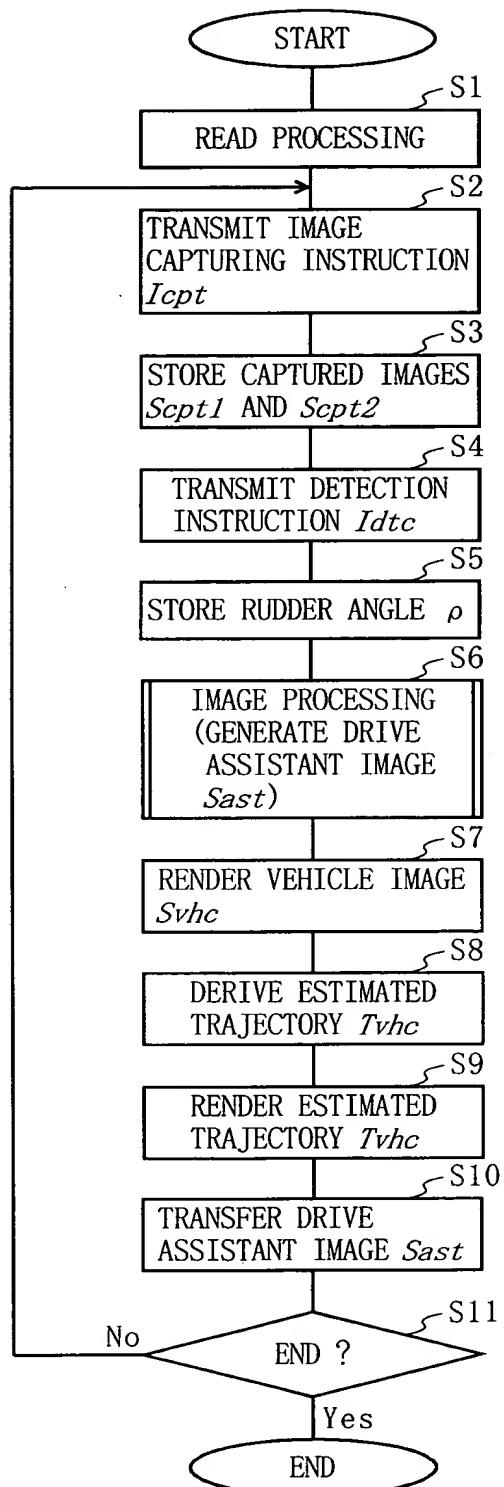


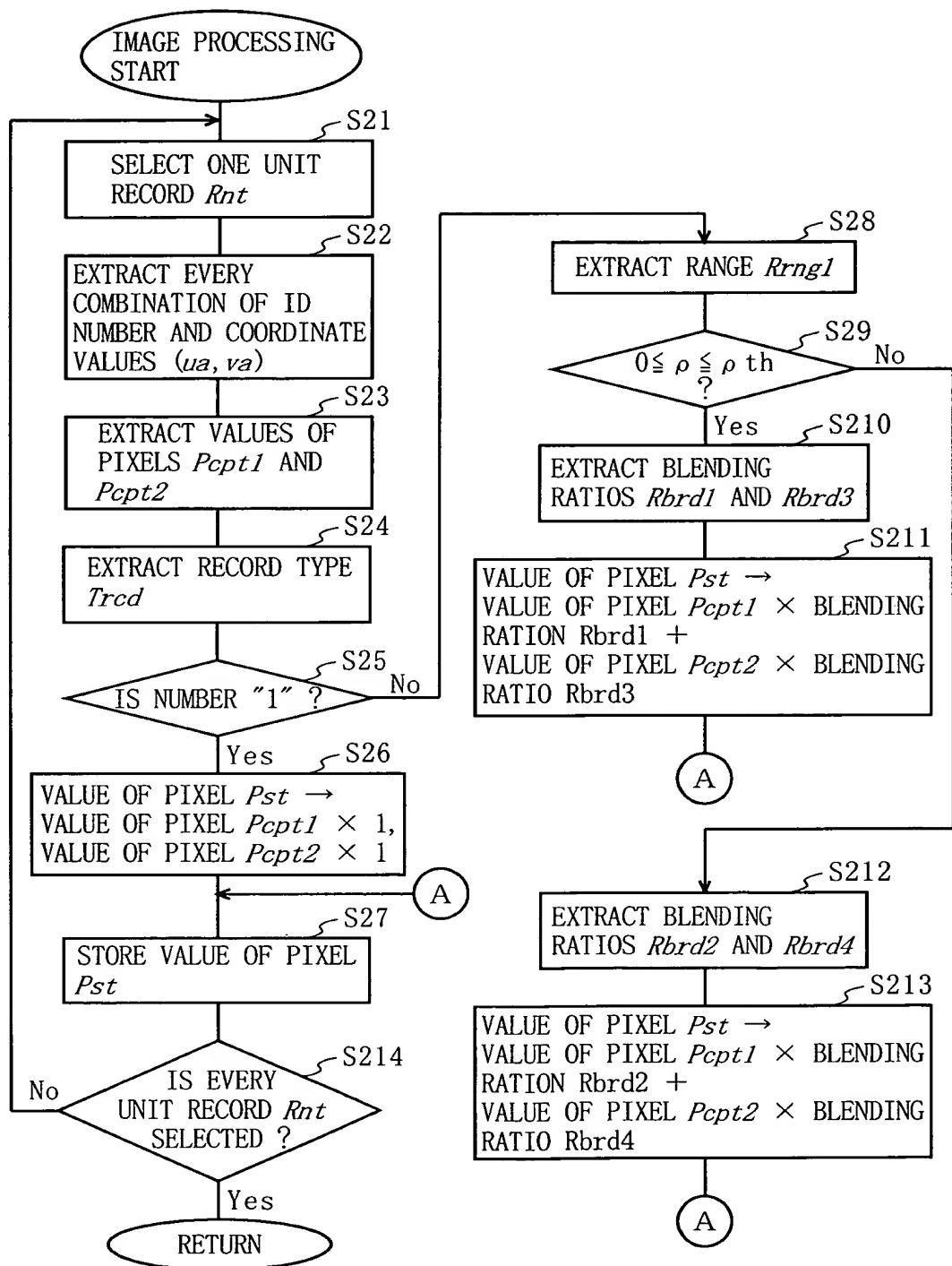
FIG. 15 C



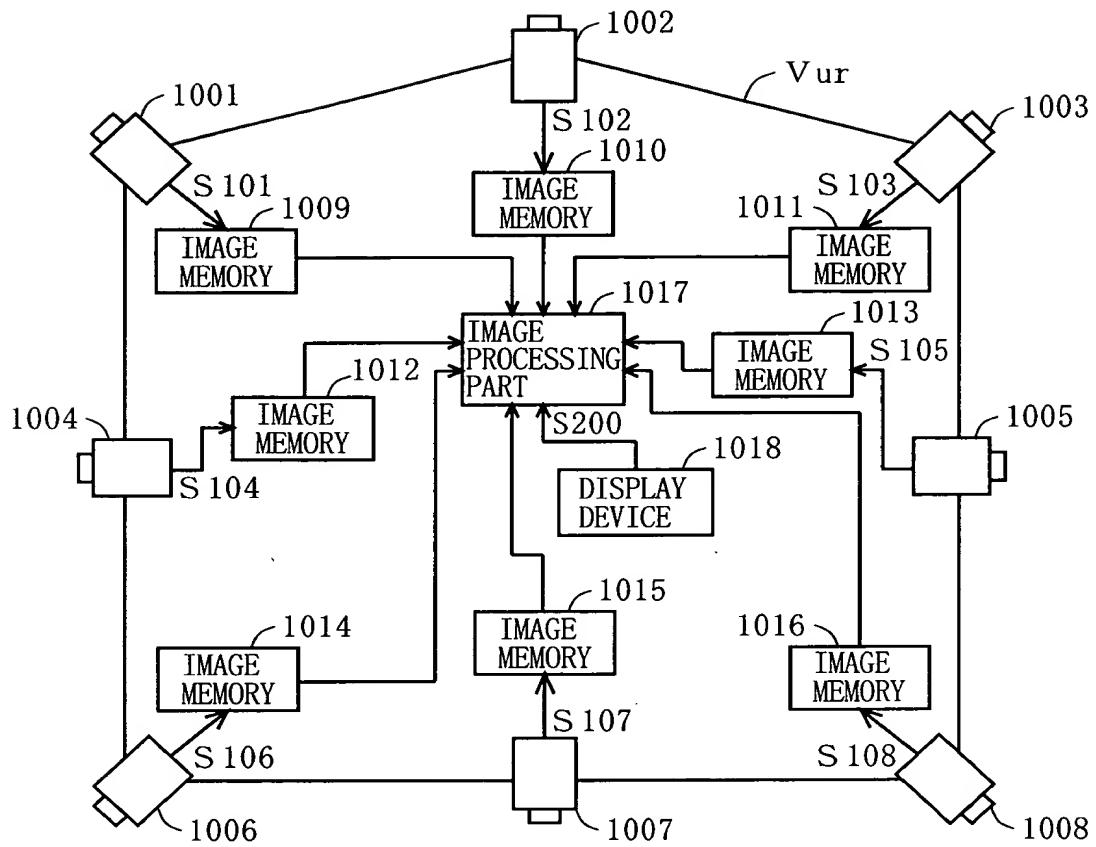
F I G. 1 6



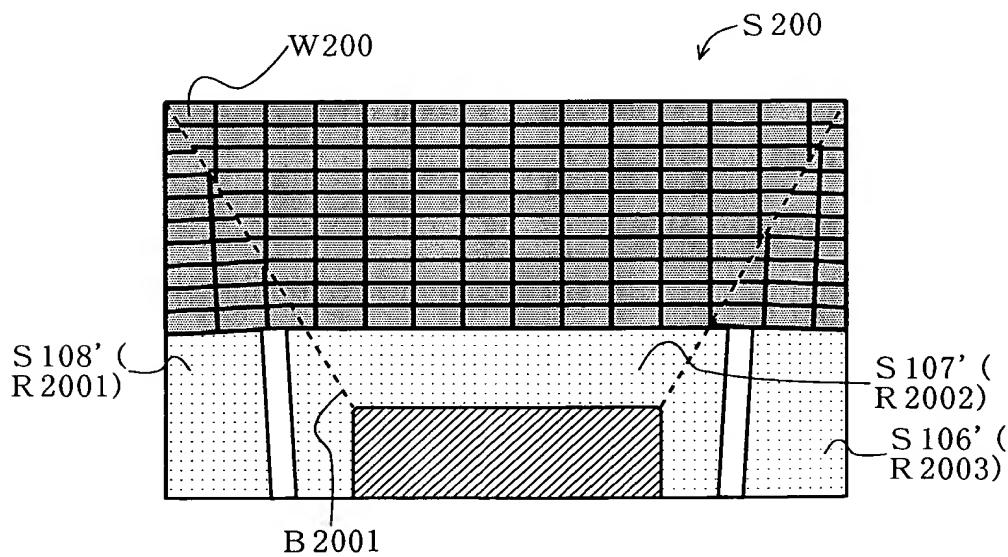
F I G. 1 7



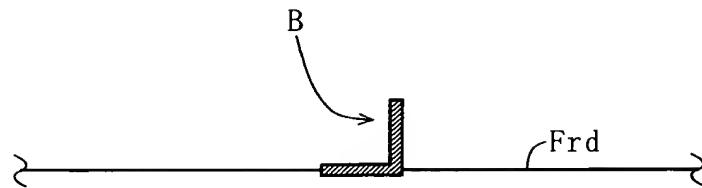
F I G. 18 PRIOR ART



F I G. 19 PRIOR ART



F I G. 20 A PRIOR ART



F I G. 20 B PRIOR ART

